

Hello, and welcome to your next zombie experience.

You may be wondering how you got here, what you can expect, and why bits of you keep falling off. Relax! That's perfectly normal!

Here's all you have to do to make yourself as comfortable as possible in your new reality.

1. Print out this entire PDF document once, single sided.
2. Print out as many of the Infected Cards page as you would like. Since the Earth's population is hovering around 7 billion at this time, and there are four cards on this page, we recommend you print out 1,750,000,000 single sided copies.
3. Use your Infected cards to spread the zombie plague, while you spend your down time playing Zombie – Shambling and Hungry with the other cards.

Zombie - Shambling and Hungry

A game by Benjamin Gerber for 2-4 players, ages 12+ taking 30-45 minutes to play, or 2 - lots of players aged 12+ taking 2+ weeks depending

With mad props to Moe Tousignant

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Please send all feedback regarding this prototype to Ben at bgerber@gmail.com.

Introduction

Zombies. Mindless, shambling and existing only to feed. Much like you and your friends. Use these zombie cards to simulate a zombie outbreak at your next party or family gathering! Sit yourself down for a fast and furious game of zombie dominance! Zombies: Shambling and Hungry.

In this game each player takes the roll of a shambling and hungry zombie, trying their best to get to the front of the zombie horde where they'll have the best chance at a juicy bite from one of those still living. Each zombie player will do their best to rid themselves of other nearby zombies by pushing them back or foisting them on to other zombie players.

The first player to break away from the horde by discarding all of their cards wins!

Gameplay

The object of Zombie - Shambling and Hungry is to be the first to discard all of your cards. This includes the cards in your hand, the cards in your draw pile and any cards you may be forced to pick up. You do this by playing cards into a central play pile based on card suits.

There are four suits in this game, Hearts, Splatters, Biohazards and Palms.

Some cards also have additional effects on the game. These are printed on the cards themselves and happen as soon as they are played.

There are also Infected cards. Infected cards are very hard to discard, and can even lead to losing the game if your hand becomes too infected.

How to play Zombies - Shambling and Hungry

The person who most recently watched a movie or television show with zombies in it is the first dealer. Play proceeds clockwise around the table, and the dealer should begin dealing with the player to their left. Take the play deck (36 cards numbered 1-9). Add to it 2 Infected cards for each player. If you are playing a 2 player game, add a total of 5 Infected cards. Shuffle the deck and deal out all of the cards. In a 2 player game, one player will have one card more than the other.

You must keep 5 cards in your hand if at all possible. If you play a card, you must draw a card from your draw pile. The only time you can have a hand of fewer than 5 cards is if your draw pile is empty and you cannot draw more.

Play begins with the player to the left of the dealer. That player must play one card into a central

pile. This card will be one of four suits: Hearts, Splatters, Biohazards or Palms. This card determines which suit will be the current suit. The next player to the left must then play a card of that same suit.

If a player cannot play a card of the same suit as the current suit, they must pick up all of the cards in the central pile and place them on the bottom of their draw pile.

Each card has also has a number on it. If a player has 2, 3 or 4 of a kind which includes a card with the suit currently in play they may play all of these cards. The card with the current suit must be played last so that the current suit is still the top card on the central pile.

If a player ever has all 5 cards in their hand with the same suit (i.e. all biohazard), on their turn they may place all five cards on the central pile and then draw up to five cards (if possible) into their hand.

The first player to discard all of their cards in their draw pile and hand has successfully outdistanced the horde and wins!

Special Cards

16 of the 36 cards in the deck have special abilities printed on them. These abilities take effect as soon as the card is played. These effects are:

The 6 card states "May be played on any suit - changes the active suit to this card's suit". This card can be played on any other card in the central pile. The suit players must play to becomes the suit on this top card.

The 7 card states "The next player must pick up all of the cards in the central pile". The next player takes the central pile, and places it on the bottom of their draw pile. They may then play a card to set the suit for the central pile.

The 8 card states "The next player may play any suit on this card". The next player can play any suit they wish on top of this card.

The 9 card states "Reverse the order of play" When this card is played, the player to the right becomes the next player. If play has already been reversed, then the player on the left becomes the next player.

Infected Cards: Infected cards are hard cards to get rid of! You cannot play any infected cards until you have 4 or less cards in your hand and your draw pile is empty. Then you may play one and only one infected card on your turn. Players may play any suit on top of Infected cards. If you ever have 5 infected cards in your hand, you have lost the game and play will continue without you. In the case of a 2 player game, the other player wins.

How to play Zombies - Infection!

The Zombie: Shambling and Hungry decks also come with a simple game of infecting friends and peers.

Each deck of Zombies: Shambling and Hungry comes with 20 Infected cards. These cards are not used in the sit down, table top game. Rather, they are used to infect your friends, who in turn can and should infect other friends! Take two less Infected card than you have friends playing. For example, if you have 10 friends playing, use 8 Infected cards. One person becomes Patient

Zero, and starts off with 8 Infected cards. They then try to infect others! At the start of the game, only Patient Zero can infect other players.

All you need do to infect another person is to touch them with the Infected card. Slip it into their pocket, hand it to them, using a bit of tape slap it on their backs while saying a friendly hello! This person is now infected! Not only are they now carriers of a deadly disease which will render them undead and hungry, but they can now use the Infected card to infect others. It is up to patient zero to give them between 1 and 3 infected cards. They must then attempt to infect others playing the game using all but one of these cards, which they'll retain for themselves to show that they are already infected.

If you are able to use all of the cards available before the allotted time is up, the zombies have won! Those last 2 folks who are uninfected won't be enough to fight off the hordes and will eventually succumb.

If at least three people can remain uninfected until the set deadline, then the humans have won!

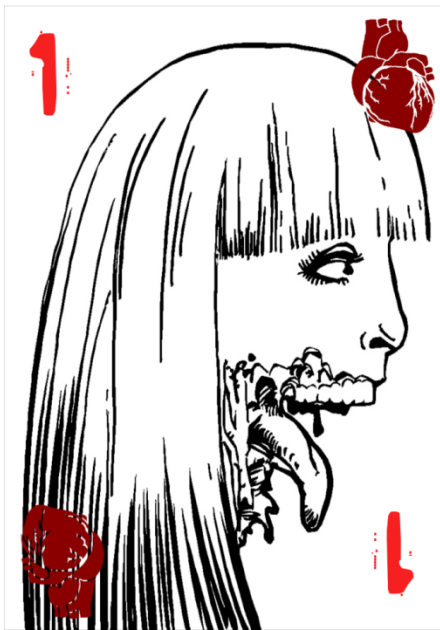
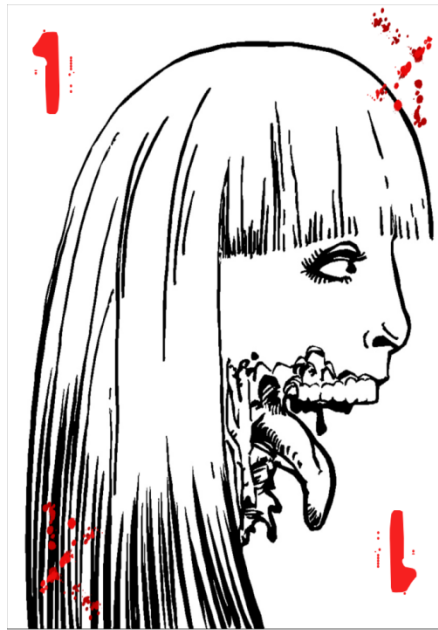
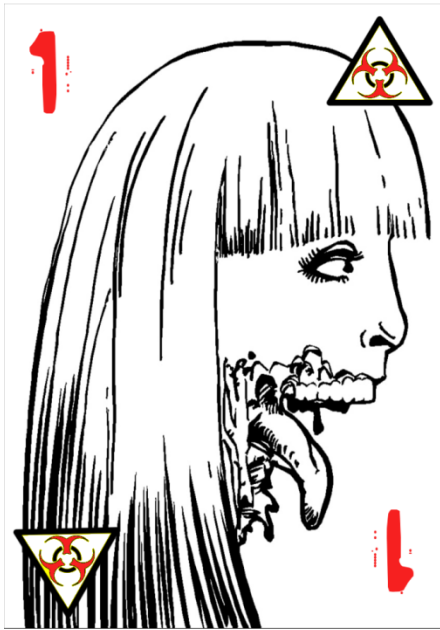
This game can be played over a period of time from less than one day to several years - depending on where and how you'd like to do it.

A game night: 3-4 hours.

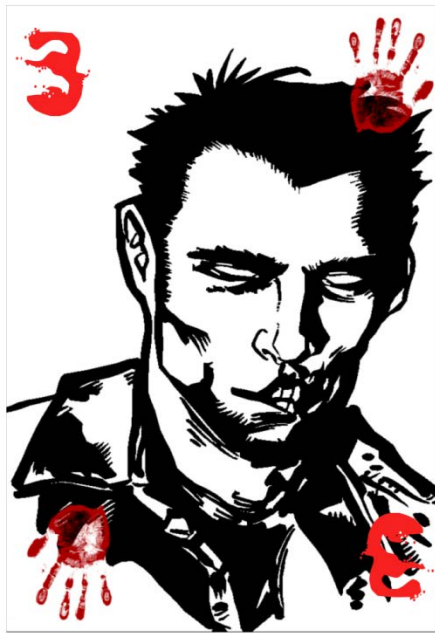
A convention: 2-3 days.

A group of friends physically near to each other: 1-2 weeks

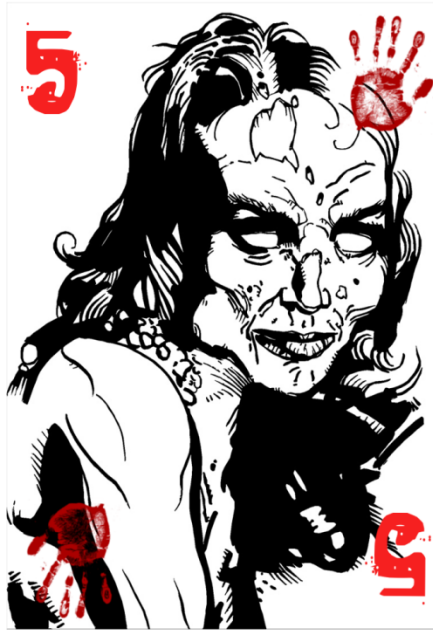
A group of friends separated by lengthy physical distances: 2 weeks plus













May be played on any suite -
changes the active suite to
this card's suite



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changes the active suite to
this card's suite



May be played on any suite -
changes the active suite to
this card's suite



May be played on any suite -
changes the active suite to
this card's suite





The next player must pick up
all of the cards in the center
play pile



The next player must pick up
all of the cards in the center
play pile



The next player must pick up
all of the cards in the center
play pile



The next player must pick up
all of the cards in the center
play pile





The next player may play any
suite on this card



The next player may play any
suite on this card



The next player may play any
suite on this card



The next player may play any
suite on this card



Reverse the order of play 6



Reverse the order of play 6



Reverse the order of play 6



Reverse the order of play 6



INFECTED



INFECTED



INFECTED



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